

Refine Search

Search Results -

Term	Documents
MESSAGING	16391
MESSAGINGS	0
SYSTEM	2083260
SYSTEMS	1233656
(10 AND (MESSAGING NEAR SYSTEM)).USPT.	8
(L10 AND (MESSAGING NEAR SYSTEM)).USPT.	8

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 IBM Technical Disclosure Bulletins

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L13

Refine Search

Recall Text

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Search History

DATE: Friday, March 02, 2007

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result set

DB=USPT; PLUR=YES; OP=OR

<u>L13</u>	L10 and (messaging near system)	8	<u>L13</u>
<u>L12</u>	L10 and (messaging near ssytem)	0	<u>L12</u>
<u>L11</u>	L10 and (messaging near ssytems)	0	<u>L11</u>
<u>L10</u>	L7 and (autonomous)	26	<u>L10</u>
<u>L9</u>	L7a and (autonomous)	3	<u>L9</u>
<u>L8</u>	L7a and (autonomous near telephon\$)	0	<u>L8</u>
<u>L7</u>	L5 and (synchroniz\$)	60	<u>L7</u>
<u>L6</u>	L5 and (chang\$ near (voice near messages))	0	<u>L6</u>

<u>L5</u>	(voice near messaging\$) and (updat\$ near messag\$)	125	<u>L5</u>
<u>L4</u>	(voice near messaging\$)L2 and (updat\$ near messag\$)	1862	<u>L4</u>
<u>L3</u>	L2 and (updat\$ near messag\$)	3	<u>L3</u>
<u>L2</u>	L1 and ((voice near messaging))	62	<u>L2</u>
<u>L1</u>	(379/88.01 or 88.02 or 88.04).ccls.	488	<u>L1</u>

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L9: Entry 1 of 3

File: USPT

May 25, 2004

DOCUMENT-IDENTIFIER: US 6741677 B2

TITLE: Methods and apparatus for providing speech recognition services to communication system users

Brief Summary Text (4):

In telephone systems, electronic switches are used to route calls to their destination, e.g., as designated by a destination telephone number. They are also used to connect telephone service subscribers to various peripheral devices, such as, e.g., voice messaging systems (also sometimes referred to as voice mail systems), speech recognizers, voice dialing services, etc. Peripheral devices are usually provided with some degree of intelligence, e.g., logic in the form of a CPU, so that the subscriber and peripheral device can communicate in an interactive fashion and/or to enable the peripheral device to interact with the switch in a meaningful way. Peripheral devices with such built in intelligence are frequently referred to as intelligent peripherals or "IPs".

Brief Summary Text (13):

For the most part, subscribers to voice mail services usually want to be connected to a voice mail service when there is a new message waiting for them and not at other times. Accordingly, automatically coupling a subscriber to an IP which provides voice mail services in response to every off-hook condition of a subscriber can result in an inefficient use of switch and IP resources. This is because, in many if not most cases, the subscriber will be initiating the off-hook condition to place a call as opposed to connect to the voice messaging IP.

Brief Summary Text (16):

Additional complications may arise in the known systems when, for example, when a subscriber to a voice messaging service also subscribes to a voice dialing service implemented on a different IP than the voice messaging service. In such a case, connecting a caller automatically to the voice dialing service IP in response to an off-hook condition may be preferable to connecting the caller to the voice messaging IP since the subscriber will, in many cases, place calls more frequently than check for messages. Unfortunately, automatically connecting the subscriber to one IP will normally preclude automatic connection to the other IP thereby preventing a subscriber from automatically having access to services provided on multiple IPs.

Detailed Description Text (55):

Step 514 involves updating of the database 310 to reflect changes in the status information associated with the identified subscriber. This involves, e.g., changing the NFA status information if it was activated in step 512, and updating the message waiting and message prompt information to reflect the waiting message. For example, the message waiting status information in col. 6 may be updated to reflect that there is an additional waiting message for the identified subscriber and the VMIP where the message is waiting. In addition, the message prompt information, included in database column 7, will be modified, if necessary, so that the identified subscriber will be informed of the waiting message upon connecting to the control IP.

Detailed Description Text (70):

Once a connection is established with one of the voice mail IPs 228, 230, the control IP 232 signals, in step 534, the C.O. switch 216 to take its digit receiver off-line. In step 536 voice dialing support is de-activated if it was enabled. Accordingly, by the end of step 536, the relatively expensive combined speaker independent and speaker dependent speech recognition circuit 408 used for voice dialing is released from servicing the connected subscriber. In addition, because the DTMF receiver of the central office switch is disable with regard to the connected subscriber, the connected subscriber is free to interact with the voice messaging IP through the use of DTMF or voice instructions without accidentally initiating a telephone call.

Current US Original Classification (1):
379/88.01



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Term: 15 and queue\$  

Display: 100 **Documents in Display Format:** FRO **Starting with Number** 1

Generate: ☐ Hit List ☒ Hit Count ☐ Side by Side ☐ Image

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DATE: Thursday, March 01, 2007
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Set Name Query
side by side

Hit Count Set Name
result set

DB=USPT; PLUR=YES; OP=OR

<u>L12</u>	15 and queue\$	1	<u>L12</u>
<u>L11</u>	19 and queue\$	0	<u>L11</u>
<u>L10</u>	19 and synchroniz\$	0	<u>L10</u>
<u>L9</u>	L8 and (updat\$ near messag\$)	3	<u>L9</u>
<u>L8</u>	L1 and (voice adj messaging)	62	<u>L8</u>
<u>L7</u>	L6 and (voice adj messaging)	0	<u>L7</u>
<u>L6</u>	L1 and l2	5	<u>L6</u>
<u>L5</u>	L3 and (updat\$ near messageS)	2	<u>L5</u>
<u>L4</u>	L3 and (updat\$ near message near request\$)	0	<u>L4</u>
<u>L3</u>	L2 and (voice adj messaging)	53	<u>L3</u>
<u>L2</u>	(455/413 or 412.1 or 414.1).ccls.	303	<u>L2</u>
<u>L1</u>	(379/88.01 or 88.02 or 88.04).ccls.	488	<u>L1</u>

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L13: Entry 4 of 8

File: USPT

May 4, 2004

DOCUMENT-IDENTIFIER: US 6731625 B1

TITLE: System, method and article of manufacture for a call back architecture in a hybrid network with support for internet telephony

Detailed Description Text (143):ITU H.225 ITU Recommendation for Media Stream Packetization and Synchronization on non-guaranteed quality of service LANs.Detailed Description Text (302):

FIG. 19F is a block diagram of an internet telephony system in accordance with a preferred embodiment. A number of computers 1900, 1901, 1902 and 1903 are connected behind a firewall 1905 to the Internet 1910 via an Ethernet or other network connection. A domain name system 1906 maps names to IP addresses in the Internet 1910. Individual systems for billing 1920, provisioning 1922, directory services 1934, messaging services 1930, such as voice messaging 1932 are all attached to the internet 1910 via a communication link. Another communication link is also utilized to facilitate communications to a satellite device 1940 that is used to communicate information to a variety of set top devices 1941-1943. A web server 1944 provides access for an order entry system 1945 to the Internet 1910.

Detailed Description Text (406):

Data Management 2138 Principles 1. Multiple copies of any data item are allowed. 2. Multiple versions of the value of a data item are possible, but one view is considered the master. 3. Master versions of a given data item are under a single jurisdiction. 4. Multiple users are allowed to simultaneously access the same data. 5. Business rules must be applied uniformly across the ISP 2100 to ensure the validity of all data changes. 6. Users work on local copies of data; data access is location independent and transparent. 7. From the data management point of view, users are applications or other software components. 8. Data access should conform to a single set of access methods which is standardized across the ISP 2100. 9. Private data is allowed at a local database, but cannot be shared or distributed. 10. Only master data can be shared or distributed. 11. Private formats for a shared data item are allowed at the local database. 12. Transactional capabilities can be relaxed at end-user discretion if allowed within the business rules. 13. Rules-based logic and other meta-data controls provide a flexible means to apply policy. 14. Data Replication provides reliability through duplication of data sources. 15. Database Partitioning provides scalability by decreasing the size of any particular data store, and by decreasing the transaction rate against any particular data store. 16. Data Management 2138 must allow both static and dynamic configuration of data resources. 17. Common data models and common schemas should be employed. 18. Logical application views of data are insulated from physical data operations such as relocation of files, reloading of databases, or reformatting of data stores. 19. Audit trails, and event histories, are required for adequate problem resolutions. 20. On-line data audits and reconciliation are required to ensure data integrity. 21. Data recovery of failed databases is needed in real time. 22. Data metrics are needed for monitoring, trending, and control purposes. 23. 7 by 24 operation with 99.9999 availability is required. 24. Data Management 2138 mechanisms must scale for high levels of growth. 25. Data Management 2138 mechanisms must provide cost effective solutions for both large-scale and small-scale deployments. 26. Data Management mechanisms must handle overload conditions gracefully. 27. Data

processing and data synchronization must occur in real-time to meet our business needs. 28. Trusted order entry and service creation should work directly on the ISP databases rather than through intermediary applications whenever possible. 29. All data must be protected; additionally customer data is private and must retain its confidentiality. 30. Configurations, operational settings, and run-time parameters are mastered in the ISP MIB (management information base). 31. Wherever possible, off the shelf data solutions should be used to meet Data Management needs.

Detailed Description Text (532):

Replication and Synchronization;

Detailed Description Text (587):

A critical aspect of dbClient 2234 is to ensure that data updates by applications are serialized and synchronized with the master copies held by dbServer 2236. However, it is just as reasonable for the dbClient to accept the update and only later synchronize the changes with the dbServer (at which time exception notifications could be conveyed back to the originating application). The choice to update in lock-step, or not, is a matter of application policy not Data Management 2138.

Detailed Description Text (595):

Synchronize subscribed data with the dbServer; and

Detailed Description Text (600):

These copies are synchronized in lock-step. That is each update is required to obtain a corresponding master-lock in order to prevent update conflicts. The strict implementation policies may vary, but in general, all master copies must preserve serial ordering of updates, and provide the same view of data and same integrity enforcement as any other master copy. The internal copies of data are transparent to the dbClients 2234.

Detailed Description Text (932):

The Web space uses Round-Robin addressing for name resolution. The Domain name is registered with the administrators of mci.com domain, with a sub-netted (internally autonomous) address space allocated for galileo.mci.com domain.

Detailed Description Text (935):

This Web Server runs both the secure and normal HTTP daemons. The primary function of this server is to authenticate user 452 at login time. The authentication requires the use of Java and a switch from normal to secure mode operation. There are one or more Welcome servers 450 in the DMZ. The information provided by the Welcome server 450 is stateless. The statelessness means that there is no need to synchronize multiple Welcome Servers 450.

Detailed Description Text (948):

The use of TOKEN ranges allows the use of multiple Token Servers in the Domain without any need for explicit synchronization. The method accommodates a maximum 62 sites, each having no more than 62 Token Servers. An alternate embodiment would accommodate more sites.

Detailed Description Text (1088):

Time synchronization;

Detailed Description Text (1100):

A preferred embodiment enables directlineMCI customers additional control over their profile by providing a graphical user interface, and a common messaging system. The capability to access the power of a preferred embodiment exists in the form of a directlineMCI profile and common messaging system. The user is able to modify his account, customizing his application by making feature/functionality updates. The application enables the power of the future capabilities that a

preferred embodiment integration will provide by allowing the user to run his application.

Detailed Description Text (1214):

A preferred embodiment is written using JAVA, C, and the C++ language and utilizes object oriented programming methodology. Object oriented programming (OOP) has become increasingly used to develop complex applications. As OOP moves toward the mainstream of software design and development, various software solutions require adaptation to make use of the benefits of OOP. A need exists for these principles of OOP to be applied to a messaging interface of an electronic messaging system such that a set of OOP classes and objects for the messaging interface can be provided.

Detailed Description Text (1215):

OOP is a process of developing computer software using objects, including the steps of analyzing the problem, designing the system, and constructing the program. An object is a software package that contains both data and a collection of related structures and procedures. Since it contains both data and a collection of structures and procedures, it can be visualized as a self-sufficient component that does not require other additional structures, procedures or data to perform its specific task. OOP, therefore, views a computer program as a collection of largely autonomous components, called objects, each of which is responsible for a specific task. This concept of packaging data, structures, and procedures together in one component or module is called encapsulation.

Detailed Description Text (1688):

When the destination number is known, the Video On Hold Server provides the video input for the H.324 connection 4. A new call is made from the Agent 5, 6 to the destination number 7. One concern that required analysis while working out a detailed embodiment required determining if modems could re-synchronize after a switch operation without going off-line. If the destination number answers and is a modem, a connection MUST be made at the same speed as the originator modem speed. After modem handshaking is performed, the ACD instructs the switch to release the agent 3, 5 and releases the modems 2 and 6 and connects the originator to the destination 1 and 7. The destination PC realizes that the connection is an H.324 call (not a fax or otherwise) and the video-call proceeds.

Detailed Description Text (1783):

The Gatekeeper uses the ITU H.225 stream packetization and synchronization procedures for the different services, and is tightly integrated with the Operator Services Module for offering manual operator services.

Detailed Description Text (2086):

The Scheduling System maintains a list of Conferences and Playback Sessions. Each Conference and Playback Session is created at a particular time interval before its starting time. The Schedule in memory and the Schedule stored in the Video Operator Shared Database for the current Video Operator should always be synchronized.

Detailed Description Text (2087):

Methods SynchWithDb(); synchronizes with the VO shared database for the schedule. AddSchedulable(VOSchedulable* pSchedulable);

Detailed Description Text (2189):

The Retcode SynchWithDb function is called if the schedule has changed and the needs to be synchronized with the database. Retcode DisplayMessage(VOMsg voMsg);

Detailed Description Text (2509):

If a subscriber is not enrolled in a specific service then that option will be grayed-out and therefore not selectable within Global Message Handling. Any updates to Global Message Handling result in a real-time update to the Message Center. An

example is that a subscriber may choose to allow voicemail messages to appear in the Message Center. The Message Center automatically retrieves all voicemail message objects that exist within the voicemail database.

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